

# Guess Who?



## INSTRUCTIONS

**FOR 2 PLAYERS**  
**AGES 6+**

### Object

Guess your opponent's mystery Marvel character before your opponent guesses yours.

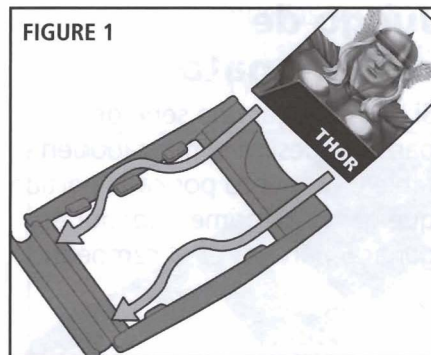
### Contents

2 Gameboard trays, 24 Mystery cards, 48 Face cards and Face frames, 2 Score keepers

### The First Time You Play

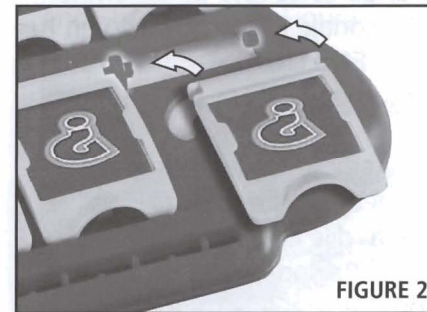
1. Carefully twist the 48 Face frames and the 2 two-piece score keepers off of the plastic runners. Discard the waste.
2. Gently detach the 48 Face cards and the 24 Mystery cards from the sheet. Discard the waste.

3. Hold a Face card so that you can see the number under the lip as shown in Figure 1.

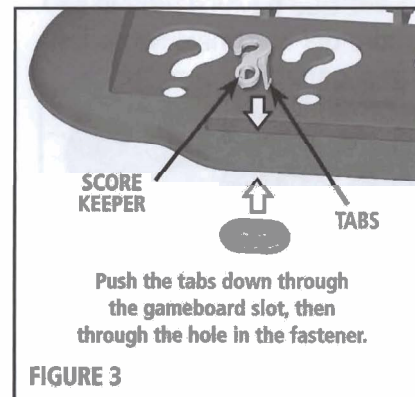


4. Randomly slide one Face card into a Face frame by weaving the card under and over the tabs, pushing it until it completely rests in the frame's inner grooves (See Figure 1).

5. Attach the 48 loaded frames to the gameboard frame. The color of the card should match the color of the gameboard frame. After attaching each frame, flip it up and down to make sure that it fits properly. See Figure 2.



6. Attach a score keeper to each gameboard as shown in Figure 3. Use the score keepers for Championship Play only.



## Game Setup

### SET UP YOUR GAMEBOARD

Each player should choose a gameboard and place it on a flat surface. Flip all of the frames upright by tipping your gameboard away from you; then set it flat again.

### DRAW YOUR MYSTERY CARD

Shuffle the Mystery cards. Choose two cards at random, then pick one you want to play. Fit your Mystery card into the slot so your Mystery Person faces you (See Figure 4). Return the card you didn't choose to the bottom of the deck.



Your opponent does the same. Then place all unused Mystery cards out of play. Sit facing your opponent so he or she can't see the Mystery Person on your card!

## Gameplay

1. The younger player goes first.
2. On your turn you may either ask a question or guess who the Mystery Person is. **(HINT: Don't use your turn to guess the Mystery Person unless you're sure you are correct, or you will automatically lose the game.)**

### ASKING QUESTIONS

Notice the differences among the 24 faces on your gameboard. Skin and hair colors are different; some faces have masks or glasses; some are males and others are female. On each turn, ask your opponent one question until you're ready to guess who the Mystery Person is. Each question must have either a "yes" or a "no" answer.

For example: You could ask: "Does your Mystery Person wear a mask?" Your opponent must then answer either "yes" or "no".

After your opponent answers, you may be able to eliminate one or more gameboard faces. For example, if your opponent answers, "Yes, the Mystery Person has a mask," flip down all of the faces that are not wearing masks, since they can't be the correct Mystery Person.

After you ask a question and flip down as many faces as you can, your turn is over.

### GUESSING THE MYSTERY PERSON

When you think you know who the Mystery Person is, **INSTEAD** of taking your normal turn, make your guess.

For example, if you think the Mystery Person is Spider-Man, tell your opponent, "I think the Mystery Person is Spider-Man."

Your opponent must then tell you whether or not your guess was correct.

### Winning the Game

Once you guess who the Mystery Person is, you'll either win or lose. If you guessed correctly, you win! If you guessed the wrong character, you lose!

### Challenge Game

For an extra challenge, both players draw two Mystery cards and place them side-by-side in their Mystery card slots. The object in the Challenge Game is to guess both of your opponent's Mystery People.

You must say "both" or "either" when asking questions about the Mystery People. For example, you may ask, "Are both of your characters female?" or "Is either of your Mystery Characters wearing green?" Be very careful when eliminating gameboard faces – and try to remember which questions you've already asked.

To guess the Mystery People correctly, you must guess both of them on the same turn.

### Championship Play

If you wish to play a series of games, slide the score keeper on the gameboard tray up one notch for every game you win. The first player to win five games is the champion!

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

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Not suitable for children under 3 years because of small parts - choking hazard.



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